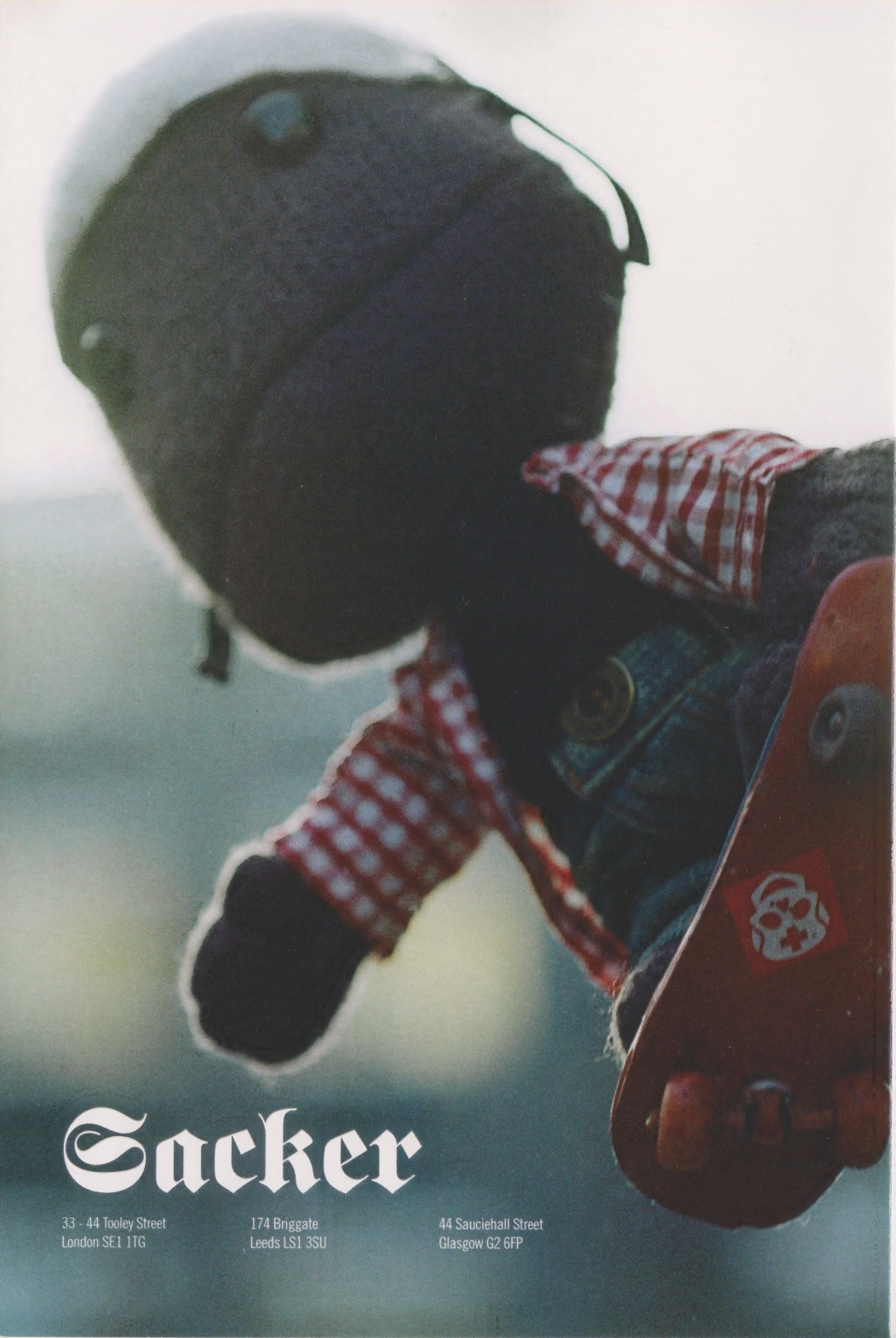




LittleBIGVice



PLAYSTATION 3



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LittleBigVice

LittleBigVice is a collaboration between some of the people at *Vice* magazine and some of the people at PlayStation behind *LittleBigPlanet*. For those of you who don't know, *LittleBigPlanet* is a PlayStation 3 game where you play a character called SackBoy. You run around a gravity-realistic world,

jumping all over the place and having a great time. You can play through the 50 levels on the disc with up to four of your friends off or online, create your own levels from the depths of your imagination, upload them onto the PlayStation Network, share them and download others' levels to play.

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LittleBIGVice



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 **PLAYSTATION 3**

Street Polls

Photos and Words by Bob Foster & Shannon Mahanty

If you could create your own *LittleBigPlanet* level, what would you put in it?



Oli Stanton, 25
Fashion designer

Lots of cats. Yes, lots of cats, lots of vintage. I wouldn't have any bad people, just good people. That would be nice. And it would be the 1920s.

Your world would be horrid.
No, it would definitely be nice.



Dorothias, 28
Gallery assistant

Love, passion and music. It would be a mixture of the 60s and the future. There would be no politicians and no rules and after a few years everybody would fight and everybody would die and we would rebuild something new every five years or something like that.



Farah, 57
Dressmaker

I'd put three sections: old people, children and then in the middle part I'd put the middle age people. The young people look after other young people. People would live longer, kids would be happier so they wouldn't have to commit crime.



Sarah, 25
Student

Music and loads of crazy colours. And if my world were like a theme park it would have the biggest roller coaster ever built, with loads of ups and downs and loops.

Life is a bit like a rollercoaster anyway isn't it?

Yes it is, that's true.

What sort of crazy colours?

Red. Blue. Maybe some purple.



Olly, 22
Shop worker

I would make those sunglasses from that film *They Live* so everyone can see the hidden messages behind the billboards and the newspapers and the shop signs. And if there are in fact aliens amongst us they would be exposed for us all to see. That would be amazing.

What do you reckon the chances are of aliens living among us?
Pretty high.



Constantine, 33
Labourer

Money.

You can have ANYTHING.

Money and my kids. And a slow, painful death.

What?

Because it's slow, not because it's painful. Well, it's a slow death... which means I'll live longer. Do you understand that? Seriously speaking, I wouldn't have money. Less worries. I'd get rid of it completely, and the rest of the planet. Except for my kids, coffee and me.

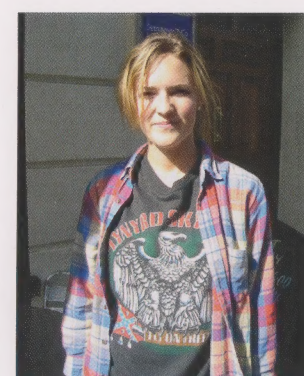


Frankie, 18
Photography student

Friendly blue flamingos. They would look nice and they seem more friendly than actual people. They could talk too. I'd get rid of foxes and rats and Jade Goody. It would be set in the 60s.

Everyone says that. I think the 60s are made out to be better than they were.

No, the 60s were great.

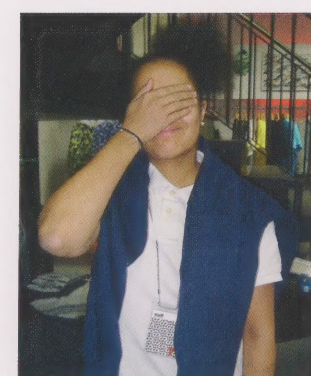


Emma, 19
Art student

I'd invent some new animals, maybe like the flying dog from *The Neverending Story* or Miss Piggy. I'd like to have loads of cute, furry animal friends.

Both of those animals talk. Wouldn't you find it hard to eat them?

I'd also make some really ugly, evil animals that tasted really good, so we could just eat them.



Fatima, 21
Shop worker / musician

I've been wishing for candy rain since I was little.

Could you be a little more specific?

Pick 'n' mix hailstones and sherbert snow.

But what about creating world peace and harmony?

No. Candy rain is enough.



Georgia, 19
Student

Have you seen *Waterworld*? It looks like so much fun. I wish the world was like that, but I wouldn't want the human race wiped out. I wish the world had started out like that.

The armoured jet skis in that are cool.

Yeah, and so are the floating towns.

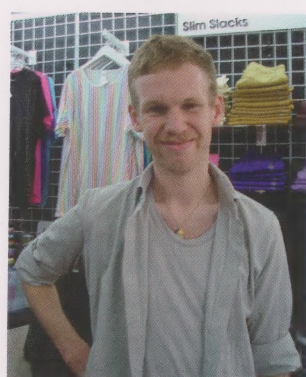
Would you want gills like Kevin Costner?

Definitely. I don't know why that film was such a flop. Everyone I know thinks it was cool.



Mark, 23
Music studio stuff

Plenty of women. Just in case it got quiet. Not naked women, I've got morals! They could be scantily clad I suppose – that'd be alright. Umm... music, always music. And plenty of greenery. There's not enough green anymore. Fashionistas wouldn't be allowed in, or people who think they can do a job but they can't. And it would be the 60s.



Rory, 22
Shop worker

Everyone would be born with a free copy of *Master of Reality* by Black Sabbath. It's grown in the womb with them and they'd be born clutching it.

Wouldn't that create problems at childbirth?

I suppose it would hurt more, but I'm willing to pay that price for a world of better people.



Sharmadean, 24
Consultant

I'd make everything tie-dye, all the animals and the trees and the rocks. I think everyone would get on better if the world was a nicer colour.

Are you a hippy?

I've been tie-dyeing everything I own recently. I'm not a hippy though, I'm a businesswoman.



Stuart, 27
Writer

I'd keep it exactly as it is, only with slightly reduced library fines.

You look bookish. This sounds like quite a self-serving world.

The thing about us bookish types is we're extremely intelligent but very disorganised, it's unfair to make a profit out of our handicap.



Andy, 28
Piano tuner

Bumper cars and humour.

Humorous?

Yeah. I mean, why not humorous?

You could have anything and you chose a greek dip.

Oh. I feel pretty stupid now.



Hadrian, 26
Chef

All that it would really need is other people. Otherwise it would get lonely, wouldn't it? People would sort out what else goes in the world.

OK. Did you build the wall?

That's really funny. I never heard that joke before.



Nick, 34
Musician

I probably wouldn't put much stuff in there to be honest; I don't really agree with extreme capitalism. I wouldn't have George Bush in there.

Right on, brother. What about animals?

The same ones we've got already I guess. I'd allow people to do what they wanna do, and I'd do what I wanna do. If it's a new world doesn't it have to be the future? I'd make it the future.



Bonnie Shaw, 29
Urban designer

Lots of games, lots of fun, lots of parks, good public transport. I would abolish the Central Line.

Do you want to be mayor or something?

Sure, why not? I'd have lots of cats too.

Why does everyone say cats?

Cats and puppies and rainbows.

A-Z of LittleBigPlanet

Words by Bob Foster

It's All You Need to Know About SackBoy's World

Adventure A sense of adventure and an enquiring mind are going to help a great deal in *LittleBigPlanet*. It's not adventure that entails actually leaving your flat, but it's set to be a cold winter so don't feel too bad about staying in.

Buddies They're there for you when you need them, listening to your crap and driving you to the airport early in the morning. A good way to cement these relationships is to create a *LittleBigPlanet* level together. It would be like those corporate retreats when you have to build a raft, except this will be with your actual friends who you like.

Creativity Being creative is what separates us from the animals, along with things like being able to talk, living in houses, driving in cars, wearing clothes and not eating faeces. *LittleBigPlanet* is designed to exercise your creative muscle. As you explore the game, you pick up objects and components that allow you to build your own levels.

Dress-up Who doesn't like to play dress-up? J. Edgar Hoover – the man who invented the FBI – loved it. He went to drag clubs and liked to be called Mary. In those unenlightened times he had to keep it under wraps, but in *LittleBigPlanet* you can dress SackBoy up however you want, free from society's judgement.

Eye If you have a PlayStation Eye, why not hammer home how pathetic your flatmate's life has become by featuring a picture of him comatose in his underwear on the sofa in your level?

Fire Just like explosions, setting things on fire is something that is generally frowned upon in reality. You can do it consequence-free in *LittleBigPlanet*, which hopefully will help curb any urges to commit arson outside the game.

Girls Hey girls, I know you think gaming is gross and gives you spots and B.O. and stuff, but *LittleBigPlanet* doesn't, it's really nice. There's no guns, no night vision goggles and no gore. Plus it's pretty and colourful and you can decorate everything with flowers and pictures of kittens.



Handicrafts Lots of *LittleBigPlanet* looks as if it's been knitted together like a first year art student's enormous scarf, which is cool as those guys might look funny but they're the most in love with life and creativity because they haven't been publicly humiliated by a tutor yet.

InfoPlanet This is the place you can go to chat, share ideas and levels and generally interact with other Sackfolk. Think of it as a sixth form common room without the crappy drinking posters and humourless student reps.

Jetpack Did you see that guy who flew across the channel with a jetpack!? The future is here! SackBoy has one in *LittleBigPlanet* too, so you can try out how it feels even though soon it's going to be totally normal to have one in real life. Turns out it feels great.

Keys Keys to other levels, and mini-levels, that sort of thing. This game has a lot of elements to it but it's also a platform game like the good old days of gaming, when you were a little guy and you had to jump on the bad guys and collect all the shiny things and everyone smiled.

LOLZ There's no respite for the English language in *LittleBigPlanet*, the ability to text chat in-game means that you can continue to trample all over thousands of years of our language's evolution while you cooperate, compete or create with each other and end up ROFLing your little hearts out at the expense of our mother tongue.

Media Molecule This company has been putting *LittleBigPlanet* together for a few years, and finally all their hard work is paying off. Soon their employees will be living the play-boy lifestyle: fast cars, hot girls and mock Tudor

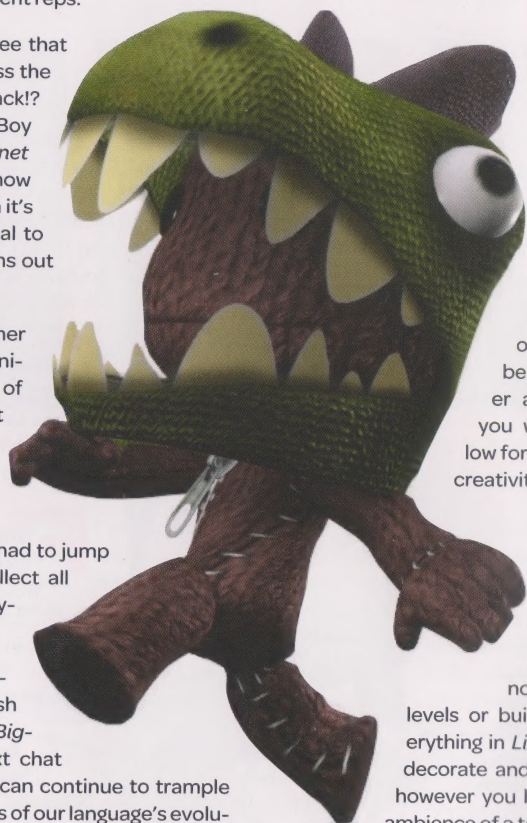
houses in Essex. The kids who knocked them about in school for being awkward computer nerds probably all work as asbestos surveyors.

Network Video games are online now. Did you not get the memo? We're all going to share each other's *LittleBigPlanet* creations here, like a massive happy gaming family. Imagine the Waltons with Sixaxis PlayStation controllers.

Objects Stuff. Nouns. You'll come across these as you play through *LittleBigPlanet*. There's a peculiar array of objects available to use when creating your own levels: sushi, doll parts, old boots and crab claws, among many other things, that can be made bigger or smaller and placed wherever you want. This should allow for a Dali-esque scope of creativity.

Pod The Pod is SackBoy's home. It's a kind of cardboard bachelor pad that he lives in when he's not running through levels or building things. Like everything in *LittleBigPlanet* you can decorate and customise your Pod however you like. It could have the ambience of a teenager's bedroom or an abattoir, depending on your mood.

Quick Play If you know you've got to go to a wedding in five minutes or you're half way through delivering a baby, maybe now's not the most convenient time to immerse yourself in creating a level or playing a long game. Just go to Quick Play, you'll battle it out and then get back to the altar / delivery room.



Race Not as in creed, as in competition. Competition isn't for everyone. It's nice to work together or mess about on your own, but sometimes you need to stop being a hippy about everything and mix things up. You can create races or race through other people's races. You don't have to be a jock or some rugby boy to enjoy that. Loosen up.

Sackboy He's your guy – just a bundle of sack, thread buttons and stuffing, yet so much more than that. He'll wear whatever you tell him, like the best girlfriend ever, and you can control his movements and moods, like the best boyfriend ever.

Tools If you have a bag of tools, you've used almost all of them and you know what they all do and they've all got a splattering of emulsion paint and a thin coating of rust then you are truly a real man. A good way to learn about the uses of different tools is to use the Toolbag in *LittleBigPlanet* to create things. This is better than real life because you don't have to get your soft hands all sore or dirty.

Uploads Uploading things to the internet on normal computers is still awkward at best, however if you can't manage to publish *LittleBigPlanet* levels, you shouldn't be allowed near electrical goods on your own. It's a single button operation to publish your level on the PlayStation Network.

Victory Something that's great about winning is aggressive gloating. This might include a jeer, a swift punch to your competitor's arm or a primitive victory dance. Often these things aren't translatable in online gaming, but thanks to SackBoy's ability to change mood and wave his arms around when you ask him to, *LittleBigPlanet*

allows for this kind of childish showboating.

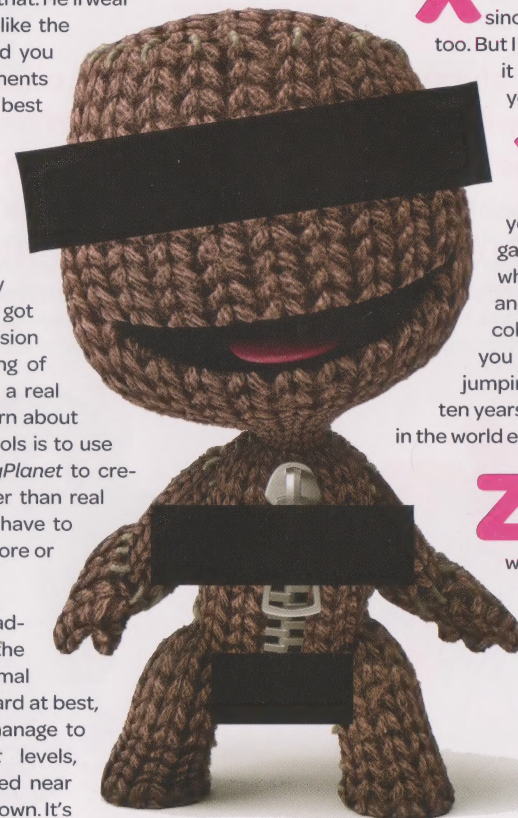
Wheels As in, "Check out my new wheels, bro", or, "I borrowed my mum's wheels for the weekend". Yeah, that's right, you can drive cars around in this game. No joke. Not only that, you can make them yourself using all the motors, wheels and rockets available. It's like *Pimp My Ride* with Tim Westwood but better.

X-Rated You've got to be careful with what you make since kids play this game too. But I guess if you don't upload it you can make whatever you want.

Youthful exuberance Like I said, this game takes you back to platform games from a simpler time, where men were small and had enormous heads, colours were bright and you dispatched enemies by jumping on their heads. Being ten years old was the best feeling in the world ever.

Zooming in and out Sometimes in life you can't see the wood for the trees, you work so hard on one thing that you forget about everything else. It gets like that in *LittleBigPlanet* too, say, if you've been making some intricate pulley system, and you're wrapped up in it and

getting upset because it won't work you can zoom out and survey the rest of your level. It's the *LittleBigPlanet* equivalent of you crying about some girl leaving you, and your buddy who is sick of your whining grabbing you by the shoulders and looking into your eyes and saying, "Hey! Everything else is going fine, bro! You have a good job and good buddies and it's all going to be alright!"



The Worst Game Characters of All Time

Words by Jon Blyth

Games have always had larger than life characters, but they're not all charmers like SackBoy. Whether it's an irritating sidekick, an infuriating boss or a highly strung lead character who needs to grow a serious pair, games have shot no end of terrible characters into our lives. Here's just some of the most sincerely awful.



Birdo
Super Mario Bros. 2

Birdo – a gender-confused bloke who wants to be called Birdette. Or is he? In the latest game, he's a girl who gets put into prison for using the ladies toilet because everyone thinks she's a bloke. Birdo gets a spot here because he really needs to make her mind up.



Baby Luigi
Yoshi's Island

Baby versions of anything are inherently disgusting, but if you had to choose which one of the baby plumbers to hate more, it has to be Luigi. When will people learn that babies aren't funny or cute, and admit that they're just something to be tolerated until you can teach them how to swear?



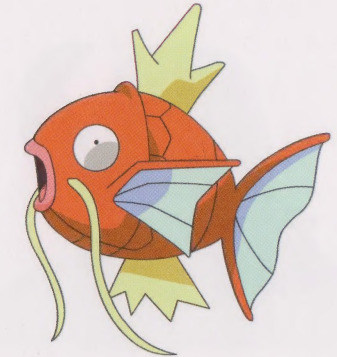
Tingle
The Legend of Zelda

Gaming isn't a place to find role models. However, a peculiar cash-fixated middle-aged man in a tight green costume will never send the right message out to children. Kids – lead an alternative lifestyle, but try to avoid making the decisions Tingle clearly made and you may find life easier.



Funky Kong
Yoshi's Island

We'll let you get away with Diddy Kong, because no-one should be without a spunky nephew for a sidekick. But there can be no room in the world for you, Funky Kong, with your chilled-out surfer sensibilities. No character makes you wish games contained vivid torture scenes than this, er, dude.



Magikarp
Pokémon

Magikarp's splash attack is the weakest move in *Pokémon*. It is the only move Magikarp has. Sure, he'll evolve into Gyarados eventually, but that just means you've got to have this stupid, flapping, splashing nobody of a fish in your team, instead of the awesome Snorlax or Koffing.



Gnasty Gnorc
Spyro The Dragon

How can you take someone seriously who thinks "nasty" is an effective synonym for evil? Then spells it with a silent G? Then changes the word "Orc" for a misspelling of a lad's mag's word for breast? Are you taking this evil game thing seriously, Gnasty?



Mr Resetti
Animal Crossing

Mr Resetti was designed to annoy. He's the mole who reminds you to save your game in *Animal Crossing*. He does this with a selection of funny two minute lectures. Funny for the first ten times, maybe – but once you start looping through his spiels, you just avoid the game.



Slippy Toad
Star Fox

The fact there are so many Nintendo characters in this list is a testament to how strong their characterisation is. That they get a response at all is a compliment, really. Except with *Star Fox*'s Slippy Toad: he's just a fool.



Princess Zelda
The Legend of Zelda

Deliver us from fiction's helpless women. Sure, it's a noble and pure cause to save some royal bird that's been stolen by the same bloke again, but once – just once – I'd like to hear her explode with a Kathy Burke-style tirade of gutter language and physical threats. Could you do that for us, Nintendo?



Augustus 'Cole Train' Cole
Gears of War

Augustus Cole – *Gears of War*'s "Cole Train" – sounds like he was written by a white man whose only experience of black people was his equally white friend putting on a funny voice and saying how much he likes "cokey-nuts".



Chun-Li
Street Fighter

It's impossible to walk past this picture without wanting to slide a coat hanger onto her hand. Chun Li always had big hands, but this? This can only be Capcom's revenge for all that time you spent looking at her thighs. They've ruined it for everyone.



Blinx
Blinx: The Time Sweeper

Cats are over. A combination of Garfield and the awful Flash animations of rathergood.com have ruined cats for all people, forever. So, poor Blinx, you had all the right levels of sass, but you never stood a chance. Because you were a cat. And cats are rubbish.



Every character in Oblivion
The Elder Scrolls 4: Oblivion

The world was great, it's a shame about the people who filled it – spooky wrong-faces whose appearances are just human enough to make the overall impression a bit disturbing. You can't imagine kissing him, can you? Can you imagine that man's tongue in your face?



Shadow The Hedgehog
Shadow the Hedgehog

Sonic had enough attitude, to be frank. Sonic was defined as the hedgehog with attitude. So why did Sega feel the need to unleash a procession of hedgehog-themed animals, each with more attitude than the last? Where will this attitude arms race end?

Sack in the City

Photographer: Ben Rayner
Stylist: Aldene Johnson

Billie wears jacket by Levi's and bracelets by Urban Outfitters
SackBoy wears T-shirt by Uniqlo and jeans by Levi's





Suzie wears shirt by Rokit.co.uk
SackBoy wears jumper and scarf by Thomas Burberry

Shannon wears dress and cardigan by Topshop
SackBoy wears jacket by Levi's, shirt by Fred Perry and jeans by Wrangler





Cherri Twirls cardigan by H&M
Sack Boy wears plain black hoodie by American Apparel and jeans by Levi's





Leome wears jacket by Topshop and scarf by Rokit.co.uk
SackBoy wears jumper by Fenchurch and jeans by Levi's





SackBoy Competition

We have 100 authentic woolly SackBoys for 100 people who write in to sackboy@viceuk.com.

The first two lucky punters will win the actual SackBoys used in this magazine, complete with adorable little costumes.

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Born to Sack

Photographer: Alex Sturrock

Stylist: Aldene Johnson

Set and prop design: Pia Borg & Riitta Ikonen

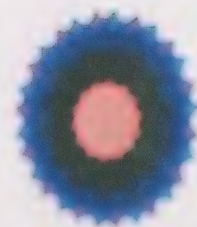
SackBoy wears T-shirt by Uniqlo and jeans by Levi's



Sack Bivy wears hoodie by American Apparel, cap by New Era and jeans by Levi's



SackBoy wears jacket by Penfield; SackGirl wears dress by Urban Outfitters



SackBoy wears hoodie by Nike and jeans by Lee



SackBoy wears adidas; SackBoy's buddy wears plain white T-shirt by American Apparel and tracksuit bottoms by Puma





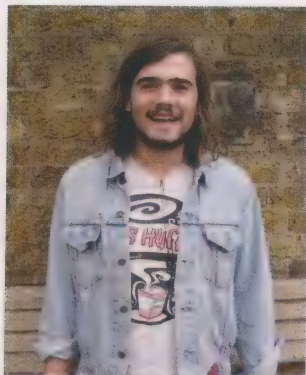
LittleBigPlanet Custom Levels

A major part of *LittleBigPlanet* is the ability to build your own levels and worlds and customise everything in sight.

There's a whole 'Create' mode which is like Photoshop but not as difficult or annoying, and you can use a glowing lasso to build whatever takes your fancy. We asked a load of well-known and not so well-known art guys and illustration / designer / music types to build their own ideal worlds.

Here's what they came up with.

Will Hutson



Will Hutson is a budding young illustrator who sits in his flat in Borough and draws things to a soundtrack of metal and Neil Young. There is a distinctly Burzum-esque tone to the level he has created – it is set in a castle surrounded by frozen woodland, with a huge wolf guarding the drawbridge. Once inside,

SackBoy must battle the undead hordes to meet the wizard and find enlightenment on the rooftop. SackBoy rides a chopper, which is probably more Saxon than Burzum, but still kind of necro.



MC Raggadon



MC Raggadon is a dancehall MC and part of Eskimo Squad. If you live in East London you may have seen him perform with Blaise Bellville or looking at girls on Brick Lane. His level is pretty autobiographical, it features the volcano that forced him to flee Montserrat and come to Britain, the lush vegeta-

tion from over there that he gets nostalgic for and a massive sound system through which he plies his lyrical wares. It is as if he is saying, "This is me, world, love me or hate me. This is me".



Monster Munch

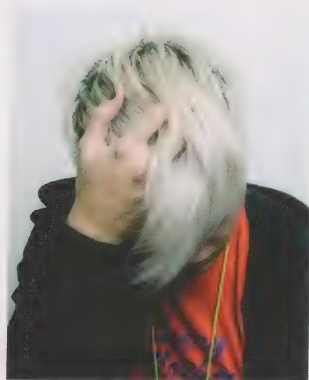


Nikki is behind monster-munch.com, a sort of craft blog, where she puts up things people have made that she likes, as well as many of her own puppet creations. Her level is pretty much a crèche for her favourite sock monsters. They're playing in the woodland and fields and even the clouds are smiling. It is

achingly cute, almost to the point of it being quite nauseating.



Kate Moross



Graphic designer Kate Moross went for a lovely woodland setting. Her SackGirl is born from the eye of a large white bird – a birth reminiscent of Athena’s fully clothed and armed emergence from the head of her father Zeus. But there the classical associations, tenuous as they might be, end. The noc-

turnal woodland scene is lit by neon stars and the bunny-eared SackBoy moves through the trees, over bridges and hills. The Triangular Utopia level is stuffed with more triangles than a flyer for an electro party.

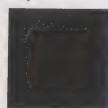


Build

Graphic design and art direction gurus Build have gone for a slightly Prince-esque SackBoy, his stumpy legs clad in sexy purple chaps. The level is located in a night-sky lit by stage lights and swinging red bulbs. SackBoy leaps through the sky acquiring powers and strengths as he jumps over the red bulbs. Sadly

the race is regularly interrupted by electric shocks that stun the poor chap-wearing SackBoy. Running through the sky can be pretty tough going.

Hi, I'm Michael



Hi, I'm Nicky

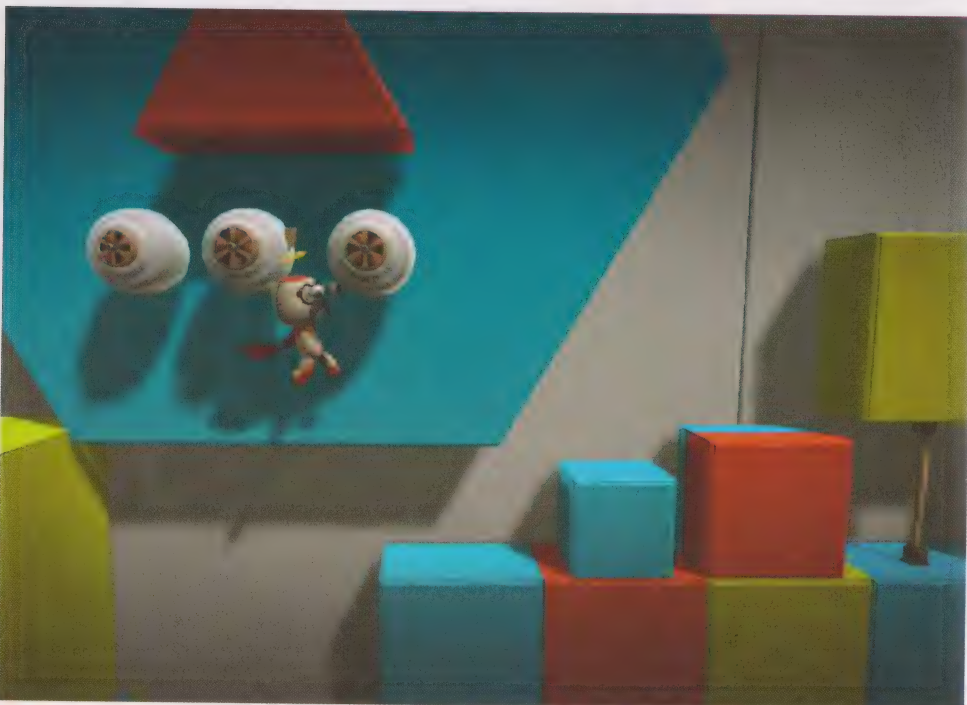


Peepshow



Illustration collective Peepshow have decided to make SackBoy into a kind of homebrand Zorro. This slightly less well-dressed adventurer will battle through a level that is the SackBoy world equivalent of being catapulted through ten different people's cheese dreams. Superheroes,

angry clouds, disemboweled stomachs, flying socks and more colours than you can wave a stick at surround his SackBoy. Conveyor belts of fast food roll towards the creepy floating heads.

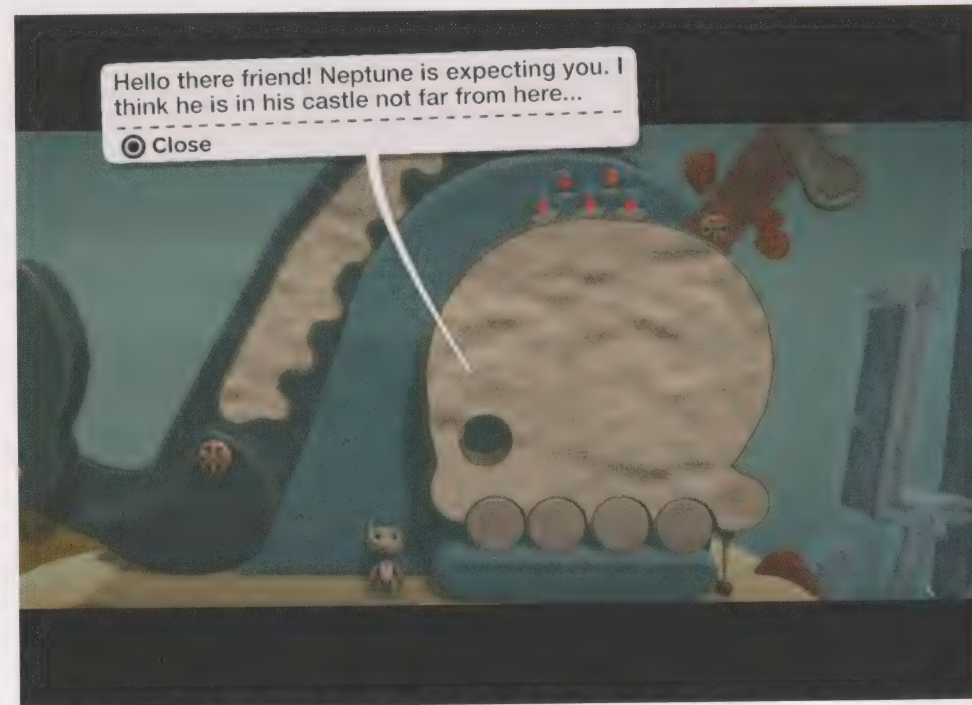


Luke Drozd



As you can see, Luke, a top artist / illustrator and record label owner from Derby, has gone for a charming 1920s style aquatic theme. It's a bit like being in a much more fun version of Brighton, with fewer rave casualties and gastro pubs. His SackBoy will ride a mechanical donkey through

his seaside level as he races past a variety of watery fauna including a massive whale. It all gets a bit more complicated with the addition of hanging TVs, suspended rocks and massive anchors.



Hey, Look! I Did Some Knitting...

The Women's Institute is a matriarchal cornerstone of *Daily Mail*-reading British society, best known in recent years for posing with all their nasty old bits hanging out in a fundraising calender and then having an awful film made about the experience.

The Shoreditch Sisters chapter, as the name suggests, are based in "fashionable" east London and are all considerably younger than their rural counterparts.

They got together to knock up some DIY celebrity SackBoys.

Can you tell who they are yet? Probably not, but that's OK! *LittleBigPlanet* is a totally non-judgemental place where you can run around emitting creativity at will, with nary a concern for quality.



David Brent

Easily identifiable from his tiny M&S value suit and well trimmed beard, Britain's favourite boss, David Brent, looks just great in wool. Will he do his famous dance? Who cares!



Madonna

Guy Ritchie couldn't knock the stuffing out of this one. In what some may call a fairly flattering depiction of the gnarled, veiny, muscular yogi, she is depicted with her pointy boobs thing that summed up her good looking phase so well. They left out the Kabbalah bracelet because the world of SackMadonna is strictly secular.



Her Majesty, the Queen

Here, the Queen, the epitome of national identity and sovereign pride has been rendered in wool to look like a psycho at a BNP rally. Bow down before her authoritarian glitter crown and imperialist posture.



Kate Moss

In a controversial move the creator of this adorable Kate Moss SackGirl has opted to put a top on her, and has not shoved a fag into her soft pursed lips. Who will be her next paramour? The world waits with baited breath.



Beth Ditto

At first we thought this was Elvis, but we phoned the PR agency and checked: it's Beth Ditto! You can tell from her polka dot lips and clearly visible dysmorphia issues. We can all thank our lucky stars that she isn't naked like on that *NME* cover.



Jonathan Ross

TV's lisping wonder Jonathan Ross' SackBoy incarnation has been fitted out in a dashing maroon suit. He looks just as foppish and flustered as he does in real life. You can't see properly here but his lips have been stitched together so he can't talk.



Trevor Jackson, Kate Moross and VICE have produced some rather nice T-shirts to celebrate the launch of *LittleBigPlanet*.

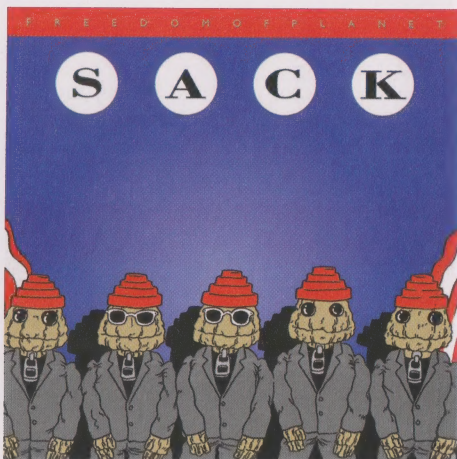
We've got 50 of each to give away to the first people to write in to sackboy@viceuk.com.

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SackBoy Music Reviews

Illustrations by Jiro Bevis
Text by James Knight

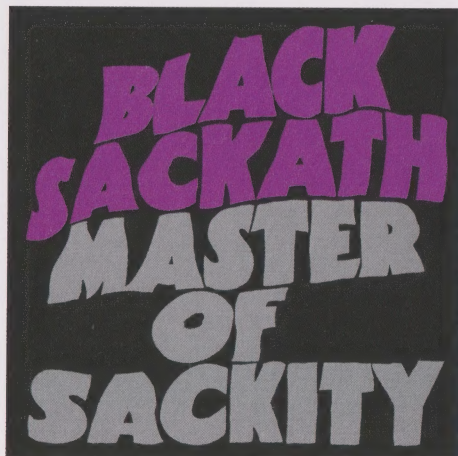


Sack
Freedom of Planet
Warner Sacks Records

These guys have always been too clever for their own sacks but this one is loaded with so many pop hooks that if it doesn't catapult them from obscurity to planet-wide fame nothing will. Tunes like "Sack It" and "Sack You Want" are sure to be soundtracking every film and advert everywhere ever soon enough.

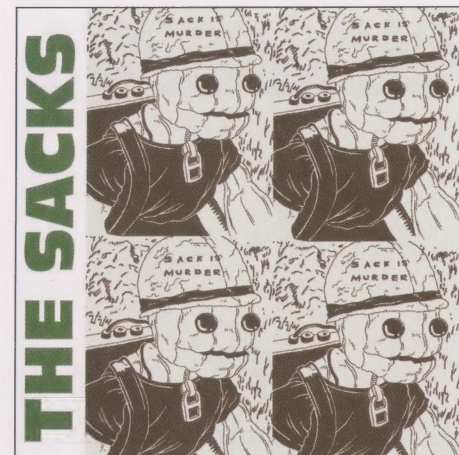
Black Sackath
Master of Sackity
Vertisack Records

It's album three time for pioneering sackdoom quartet Black Sackath and it just keeps getting gloomier. Rumour has it that guitar player Sacki Iommi got his sack sliced open at a Sack-welding factory a few years back which made him have to down-tune his guitar in order to be able to play the chords which gives this record its suicidally bleak riffs. With tracks like "Into This Sack" and "Lord of This Planet" sounding like a winter solstice black mass who gives a sack how they made it though. Just go buy it.



The Sacks
Sack is Murder
Rough Sack Records

It's not every day that a bunch of young SackBoys from up north come up with a record that sounds like it's been beamed in from another planet combined with a real life grown up message to go with some great songs. The Sacks manage both without breaking a sweat. Probably while riding around Sackford on bikes throwing carnations at each other. Not so sure about the lead sack's hair but you can't have it all I guess.



Sackwerk
Trans-Sack Express
Kling Sack

This enigmatic four-piece have made a record which will transform electronic music as we know it. Their beautiful classical melodies and synthesised pop is entirely unique. Tracks like "Showroom Sacks" will be lauded for many years to come.



David Sackie
Planets
RSackA Records

This one has been billed as the second part of Sackie's *Berlin Sackology*. After the make-you-want-to-chop-your-own-sack-off darkness of *Low*, *Planets* sounds positively uplifting. Songs like "Sacks of the Silent Age" almost make you want to dance around your living room. There's life in the Thin White Sack yet.



SACKENDENTS



SACKBOY GOES TO LITTLEBIGPLANET

Sackendents

Sackboy Goes to LittleBigPlanet

Sack Alliance Records

This record makes me want to be 14 again and be able to sing things like: "Parents, why don't they sack off" like I actually mean it. Even though I can't it's not stopped me playing all 18 minutes of this on repeat almost every day since I popped it out of its wrapper.

Minor Sack

Out of Planet

Disack Records

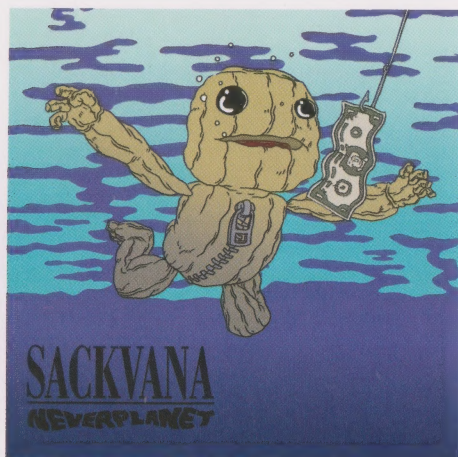
Considering it's only got nine tracks in total, whether this is an LP or not is up to you to decide but an angrier group of young sacks you aren't likely to run into all year. After the "Minor Sack" and "In My Sacks" seven-inches, this twelve-inch features marginally longer songs but that just gives Ian MacSack longer to vent per track.

MINOR SACK

£5.00



OUT OF PLANET



Sackvana

Neverplanet

Sackeffen

Having jumped ship from Sack Pop to major label Sackeffen for their second record, Sackvana have shuffled from the grunge scene that spat them out and, mainly thanks to "Smells Like Sack Spirit", look set to conquer the entire planet with their stooped self-pity and lumbersack-clad look. Who'd have thought that three sacks from Sack-attle would oust the weird colour change king of pop Michael Sackson's *Dangerous* from the number one spot?

Iggy and The SackBoys

Raw Planet

Sackumbia Records

Like *The Sacks* and *Fun Planet* before it, *Raw Planet* is a record that you can listen to on repeat forever and still get terrified every time Ron Sack-eton's guitar rings out at the beginning of "Sack & Destroy". I'm getting goosebumps just thinking about it.



S.W.A.

Straight Outta Sackton

Sackless

Sackton's finest return with a certified classic album. Dr. Sack's production is outstanding and Ice Sack puts the 's' in sacksta rap. Look out for controversial track "Sack tha Police".

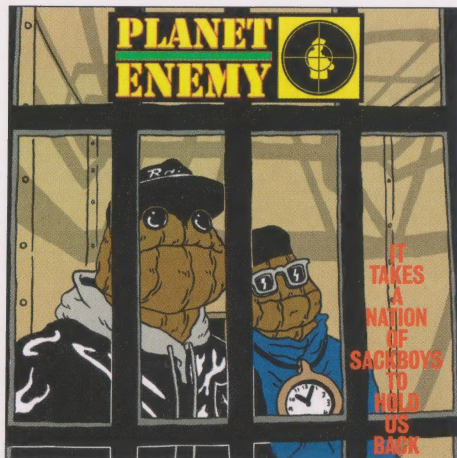
Michael Sackson

Thriller

Master of Sackcity

This is one sack-sy record! After *Off The Sack*, it was hard to see Sackson getting any better but this is a classic. Highlights include "The Sack Is Mine", "Sack It" and "The Sack In My Life".





Planet Enemy

It Takes a Nation of SackBoys to Hold Us Back

Sack Jam

Hank Sackley's Bomb Squad have managed to produce the thickest, densest, busiest mess of samples and sirens and big square beats for Sack D and Flavour Sack to rhyme over. Their concern for the Planet is clear but Flav's obsession with oversized clocks and general lack of sanity allows even tracks like "Don't Believe the Sack" to be enjoyable as opposed to endless political diatribes.

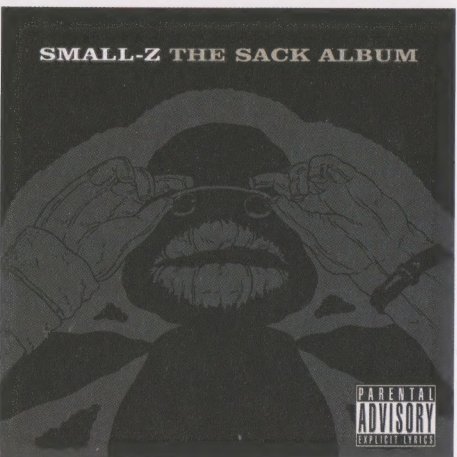


Roxy Planet

Planet Life

Polysack Records

If sacks bought records on sleeves alone this one would be sure to shift a bunch of units before anyone even dropped a needle to the groove. Look at the sassy pair on the front of this one! Now that Bryan Sacky is writing all the tunes, Roxy Planet have ended up basically sounding like a band whose default setting has a big sticker labelled "Virginia Planet" on it but that's no bad thing, right?



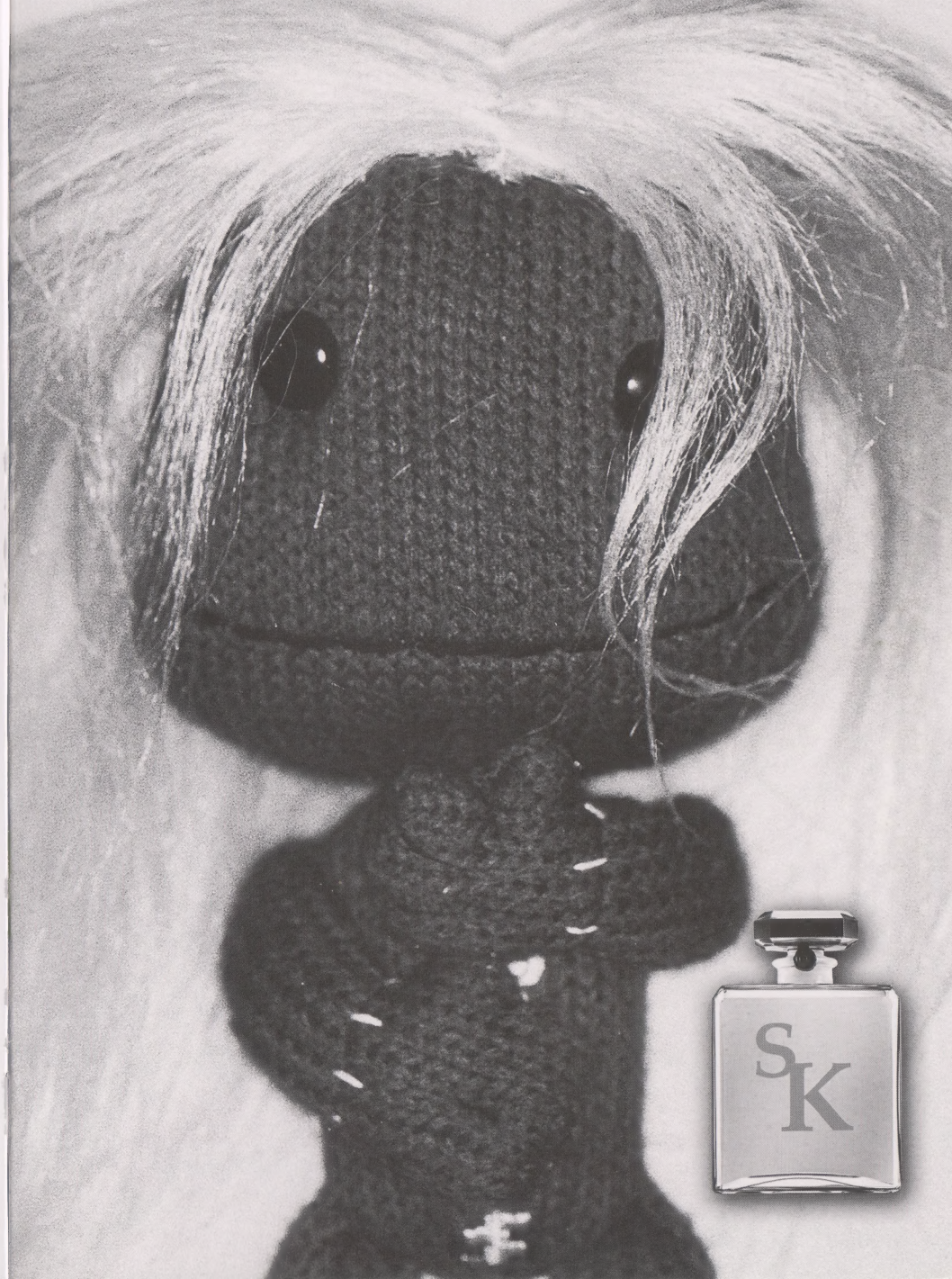
Small-Z

The Sack Album

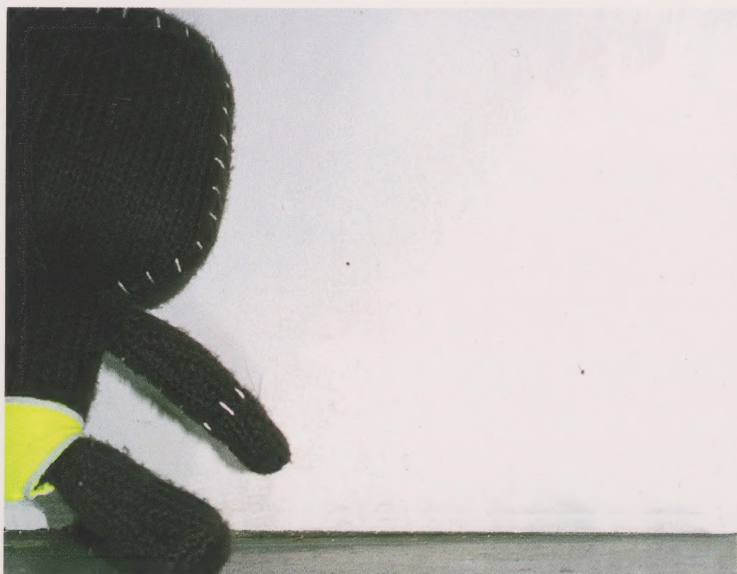
Sac-A-Fella

Whatever people say, Small-Z is still the best rapper alive. In fact, forget Biggie and 2-Sac, this guy is the best rapper period. There is no way this can be his last album. Trust me, he'll be back.

OBSACKION



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